

# UBER +

**Skin Tight Vol1: Shine  
Latex, PVC, & Rubber Shaders  
for Daz Studio Iray**

## USER GUIDE

Welcome to the first volume of Uber+ Skin Tight: Shine – a package of not only physically correct Latex, PVC, and Rubber Shaders – but shaders that are also designed with an eye towards the Artists who use them and the works they create. From Sci-Fi to Superheros, these unique looks can find a home in your artistic visions.

### Basic Application of Shaders:

To apply any of the shaders in the package you must first have the node/item selected from the scene hierarchy tab, or by using one of the selection tools. The Surfaces tab must also be open and selected and the surfaces that you wish to shade selected there. Then you can apply the shader through the Content Tab or from the Surfaces Tab.

For quick selection and application, I use the select surfaces tool, as that automatically selects the item in the scene hierarchy and the surfaces tab!

### Modifiers/Extras:

New to the Uber + Line are Extras and Universal Modifiers. Extras apply to the material subset that they are labeled for (PVC extras will have PVC in the title) – These might add Translucency or different grains to the Rubber for example.

Universal Modifiers are designed to work with every shader in the package! The UM's for this set are: Grunge, Water Drops, Normal Based Patterns, and Wrinkles.

UM's are Stacking (except patterns and wrinkles) with other UM's as well as Extras– so you can have a Grungy, Wet, Hex Patterned, Translucent Rubber Shader if you so desire.

### Colors:

Don't feel locked into the colors that I have set up! If you need a specific color, it's an easy modification to make what you need from the bases or colors I have included.

**Latex:** You only need to change the Base Color for this material set.

**PVC:** Base Color & Glossy Color (Should be a lighter and less saturated color than Base)

**Rubber:** Base Color & Translucency Color (Should be lighter than Base) and in some cases the Glossy Color.

### Utility:

The base tile for every shader is 6 by 6 – I have found that this is a good starting point for most clothing items, props, and even figures. If the shader appears to fine or small on your item, use the utility shaders to adjust the tiles lower. If the shader appears to large then shift the tiling higher.

I have also included a hide/show shader to make an element not render if you need to remove a layer or some element you don't need.